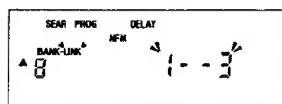
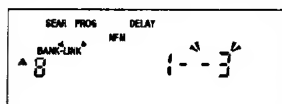


## Searching.

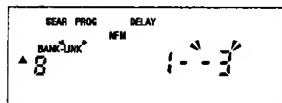
- 1 Pressing **SEARCH** will cause the unit to begin searching repeatedly through all selected search memory ranges.
- 2 Pressing **SEARCH** and (**memory number 0 - 9**) will have the same effect as point 1 but with the difference that the search will commence with the search memory specified.  
  
Pressing a memory number during searching will cause the unit to immediately jump to that search range and continue from there.
- 3 If the **AE 300** searching on a busy frequency and you wish to store that frequency in a memory then, when the search stops, press **ENTER** and (**memory number 0 - 9**). For example, if the search stops on a frequency and you wish to store that frequency for future use in bank 7 channel 3 then press: **ENT 7 0 3**. The search will resume at this point.
- 4 Search mode will search all ranges stored in all 10 search range memories (if they're programmed) unless you limit the range of search memories. You can limit the range of search memories by linking certain search memories.
- 5 To link certain banks, while you are in **SEARCH** mode, press **BANK** key. **LINK** in display start blinking with current linked lower limit bank number and upper limit bank number blinking. To change current linked search memories, follow steps. For example, to link bank 1 to bank 4.



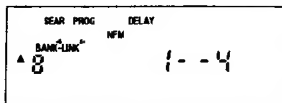
Enter new lower limit bank number, 1



Then press ENT



Enter new upper limit bank number, 4



Then press ENT



- 6 Sometimes when searching, a particular frequency or frequencies will be constantly busy causing the search to stop each time. These may be "birdies" or just frequencies that are constantly busy. There can be locked out by simply pressing **L.OUT** when the search is stopped on that particular frequency. From then on, that frequency will be skipped. Total 50 frequencies per bank can be locked out.

To unlock the locked out frequencies press: **PROG BANK SEARCH** and then LCD goes blank out and display **SEARCH**, **PROG** and **BANK** plus bank number. To find out locked out frequencies in the bank, press **ENT**. If there are locked out frequencies in the bank, the locked out frequency is displayed on LCD with **L.OUT** display blinking. To unlock that frequency, press **L.OUT** and **L.OUT** display goes out. If you would like to find next locked out frequency, press **ENT**, which displays next locked out frequency on the LCD with **L.OUT** display blinking. To resume searching again, press **PROG**.

- 7 To lock out a search range memory first open the squelch control so that the search will not run, then press: **BANK**. **SEAR PROG** is displayed on LCD with linked search memory data and search memory number is displayed. Press **L.OUT** key to lockout the search memory number displayed. **AE 300** resumes searching from next available search memory bank.

Unlocking a locked out search memory is almost identical to unlocking an individual frequency as per point 6.

Press: **PROG BANK SEARCH** and then LCD goes blank out and display **SEARCH**, **PROG** and **BANK** plus bank number. To find out locked out search memory bank, press **ENT** to advance search memory bank number. If the bank is locked out, **L.OUT** is displayed associated along with the search memory bank number.

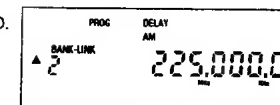
To unlock that bank, press **L.OUT** and **L.OUT** display goes out. If you would like to find next locked out bank, press **ENT**, which displays next locked out bank on the LCD with **L.OUT** display blinking.

This sounds very complicated, and we suppose it is, but if you actually play around a bit you'll soon get the hang of it and find that it's a very intelligent way of managing a complicated function. It ends up being quite easy to scroll through all locked out memories and/or frequencies and selectively **unlock** the ones you want to.

- 8 To program the search memory's range, step size and mode, follow steps.

While you are in search mode,

**PROG** PROG is displayed on LCD.



**SEARCH** SEAR, BANK and bank number displayed on LCD start blinking

